

IN THE CLAIMS

Please amend the claims as follows.

1 1. (Currently Amended) A method of machine learning using a training
2 process to train a learning system, the method comprising:
3 presenting multiple choice queries to non-expert netizens over a network, the
4 netizens participating in the training process;
5 continually updating the system and refining the multiple choice queries based on
6 responses to the queries provided by the netizens.

1 2. (Unchanged) The method of claim 1, wherein the system has certain
2 goals including accumulating data.

1 3. (Unchanged) The method of claim 2, wherein at least one goal comprises
2 a goal selected from among the following: handwriting recognition, voice recognition,
3 building a database of queries to recognize an object, building a database of common
4 sense.

1 4. (Unchanged) The method of claim 1, further comprising providing access
2 to a domain expert to resolve conflicts between the responses of netizens, if a conflict
3 arises.

1 5. (Canceled)

1 6. (Unchanged) The method of claim 2, wherein the goals of the system
2 evolve as the system is updated.

1 7. (Unchanged) The method of claim 6, wherein the goals comprise a
2 plurality of intermediate goals, that change in response to the responses while
3 approaching a final goal.

1 8. (Unchanged) The method of claim 7, wherein one of the plurality of
2 intermediate goals is to recognize a certain letter of the alphabet in handwriting.

1 9. (Unchanged) The method of claim 7, wherein one of the plurality of
2 intermediate goals is to recognize a sound corresponding to a certain set of letters, in
3 context.

1 10. (Unchanged) The method of claim 1, wherein setting up the system
2 comprises:
3 implementing a plurality of rules for presenting questions;
4 implementing an architecture for interacting with the netizens to enable netizens
5 e to access the system; and
6 generating a database for storing the responses.

1 11. (Currently Amended) ~~The~~ A method of machine learning using a training
2 process to train a learning system ~~claim 10, further~~ comprising:
3 presenting queries to non-expert netizens over a network, the netizens
4 participating in the training process;
5 continually updating the system and refining the queries based on responses to
6 the queries provided by the netizens;
7 evaluating a reliability rating for each of the netizens; and
8 weighting the response of each of the netizens according to the reliability rating.

1 12. (Canceled)

1 13. (Currently Amended) ~~The A system of claim 12, further comprising~~
2 coupled to a network to present queries to and receive responses from a plurality of
3 netizens over the network, the system comprising:
4 a user interface to present the queries and receiving the responses;
5 a data aggregation logic to organize the responses;
6 a query formulation logic to formulate a next query based on the plurality of
7 responses to the last query; and
8 reliability evaluation logic to weight each response according to a reliability of the
9 netizen providing the response.

1 14. (Currently Amended) ~~The A system of claim 12, further comprising~~
2 coupled to a network to present queries to and receive responses from a plurality of
3 netizens over the network, the system comprising:
4 a user interface to present the queries and receiving the responses;
5 a data aggregation logic to organize the responses;
6 a query formulation logic to formulate a next query based on the plurality of
7 responses to the last query; and
8 conflict resolution logic to resolve conflicts between responses provided by the
9 netizens using domain experts.

1 15. (Unchanged) A method of data aggregation over a network comprising:
2 presenting a question to a plurality of participants over a network;
3 receiving responses to the question;
4 analyzing the plurality of responses to the question from the plurality of
5 participants; and

6 formulating a next question based on the plurality of responses; and
7 presenting the next question to the plurality of participants.

1 16. (Unchanged) A method of interacting with a user comprising:
2 presenting a query to the user over a network;
3 receiving a response to the query from the user, the response transmitted to a
4 learning system;
5 informing the user of a result generated based on the response to the query,
6 such that the user is rewarded by being informed of the content and state of data being
7 gathered based on the response.

1 17. (Currently Amended) A machine readable medium having stored thereon
2 data representing sequences of instructions, which when executed by a computer
3 system, cause said computer system to perform the steps of:
4 presenting multiple choice queries to non-expert netizens over a network, the
5 netizens participating in a training process of a learning system; and
6 continually updating the learning system and refining the multiple choice queries
7 based on responses to the queries provided by the netizens.

1 18. (Unchanged) The machine readable medium of claim 17, wherein the
2 system includes a plurality of goals, and one of the goals is to accumulate data.

1 19. (Currently Amended) A computer data signal embodied in a carrier wave
2 comprising:
3 a user interaction code segment to present queries to and receive responses
4 from netizens; and
5 a response evaluation code segment to evaluate the responses; and

6 a training code segment to update the system and refine the queries based on
7 the responses to the queries provided by the netizens;
8 evaluating a reliability rating for each of the netizens; and
9 weighting the response of each of the netizens according to the reliability rating.

1 20. (Currently Amended) A system for implementing a training process
2 comprising:
3 a means for presenting queries to and receiving responses from non-expert
4 netizens over a network, the netizens participating in the training process;
5 a means for continually updating the system and refining the queries based on
6 the responses to the queries provided by the netizens; and
7 a means for rewarding the netizens for participation in training the system.

1 21. (Unchanged) The system for training of claim 20, further comprising:
2 a means for storing the responses of the netizens; and
3 a means for weighting the responses of each netizens based on a reliability of
4 the netizen.

1 22. (Canceled)

1 23. (New) The method of claim 15, further comprising:
2 resolving a conflict between the plurality responses provided by the netizens
3 using domain experts, if the conflict arises.

1 24. (New) The method of claim 15, further comprising:
2 evaluating a reliability rating for each of the netizens; and
3 weighting the response of each of the netizens according to the reliability rating.

1 25. (New) The machine readable medium of claim 17, further comprising:
2 rewarding netizens for their participation in the training process